

What is claimed is:

1 Claim 1. In an emulator that includes printed circuit  
2 boards interconnected by a multi-conductor, straight  
3 through, cable with inputs at one end of the cable and  
4 corresponding outputs at the other cable end, an in situ  
5 method for determining the length of the cable, including  
6 the steps of:

7 prior to installing the cable, interchanging the inputs  
8 or outputs of at least one pair of conductors to denote a  
9 cable length;

10 programming the emulator to input a test pattern to the  
11 cable;

12 programming the emulator to collect an output data  
13 pattern from the cable that results from the test pattern;

14 determining the cable length from the output pattern;

15 compiling the emulation program to account for each  
16 interchanged pair of conductors.

1 Claim 2. An in situ method for determining the length of  
2 the cable as in claim 1 wherein said test pattern is a  
3 pattern of alternating binary "1s" and "0s."

1 Claim 3. An in situ method for determining the length of  
2 the cable as in claim 1 wherein one cable length is denoted  
3 by having no interchanged pair of conductors.

1 Claim 4. An in situ method for determining the length of  
2 the cable as in claim 2 wherein one cable length is denoted  
3 by having no interchanged pair of conductors.